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Thank you for selecting the Nintendo® Entertainment System ExcitebikeTM Pak.

OBJECT OF THE GAME/GAME DESCRIPTION Excitebike is part of Nintendo's Programmable series featuring the exclusive Design mode that allows you to create your own race course for a fresh challenge every time you play. You can also select from 5 different tracks designed by Nintendo and choose to race alone or against other motocross riders. Face crazy curves, hairpin turns and daredevil jumps as you race toward the checkered flag and the Excitebike championship.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

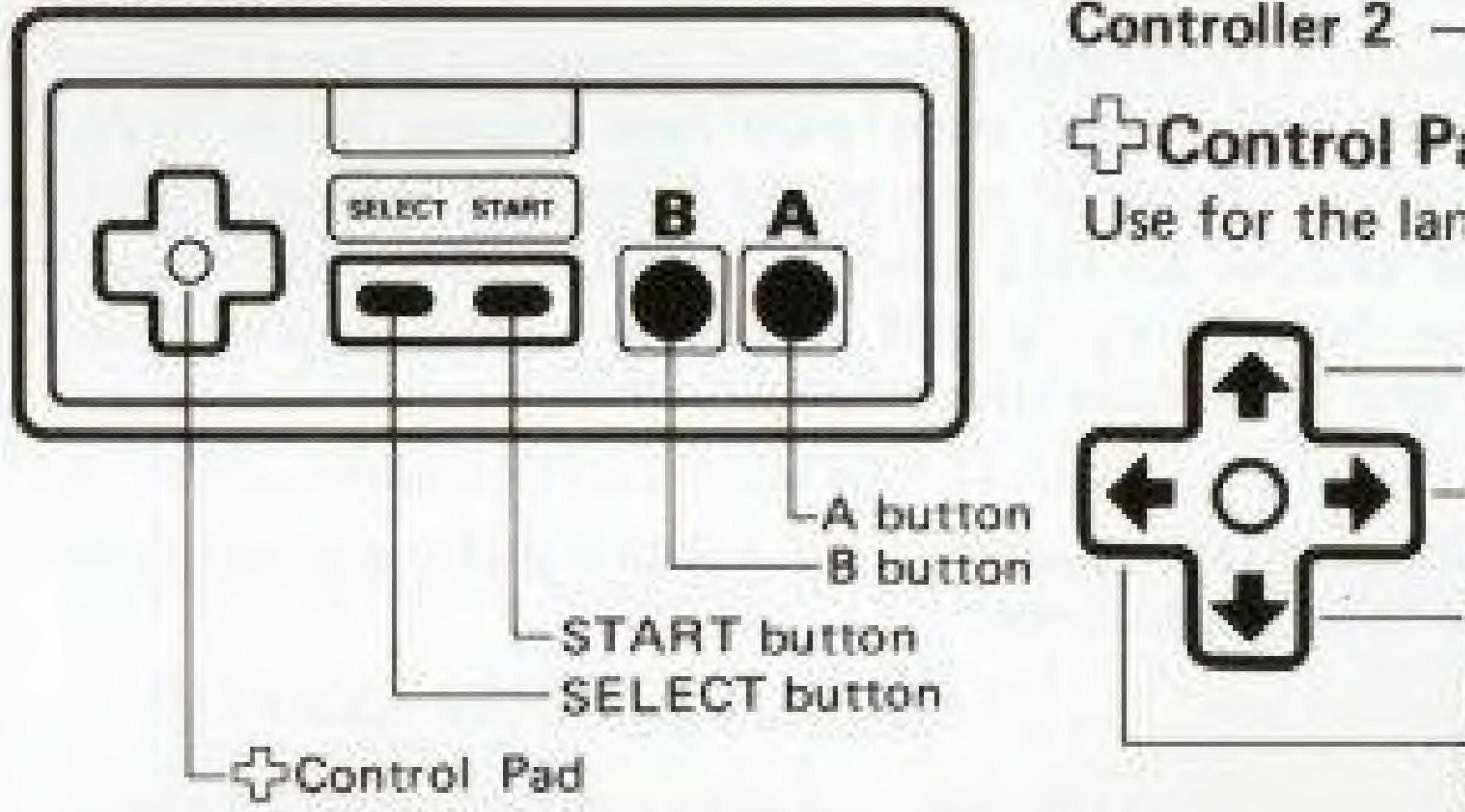
1. PRECAUTIONS

- 1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Note: In the interest of product improvement, the Nintendo Entertainment System design and specifications are subject to change without prior notice.

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2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



A Button

brake and This is accelerator Press it and the bike accelbutton. erates, let go and the brakes operate. Used for ordinary runs.

- Controller 1 Used for all games
- Controller 2 Not used

SPControl Pad

Use for the landing control of the red bike.

Turn handlebar to the left. Lower the front during a ump.

Turn handlebar to the right.

Raise the front during a run or a jump.

B Button

This is the turbo button. The engine accelerates quickly and the speed is fast, but if used too much the engine overheats. When the engine overheats, the bike cannot be operated until it cools down.

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SELECT button Move the checkered flag to line up with the game you wish to play. *The checkered flag also moves with the 4 control pad. *SELECTION A is a solo run game. *SELECTION B has competing motocross riders. *DESIGN mode is for programming your own course (see instructions).

START button

Press this button to begin.

Pause:

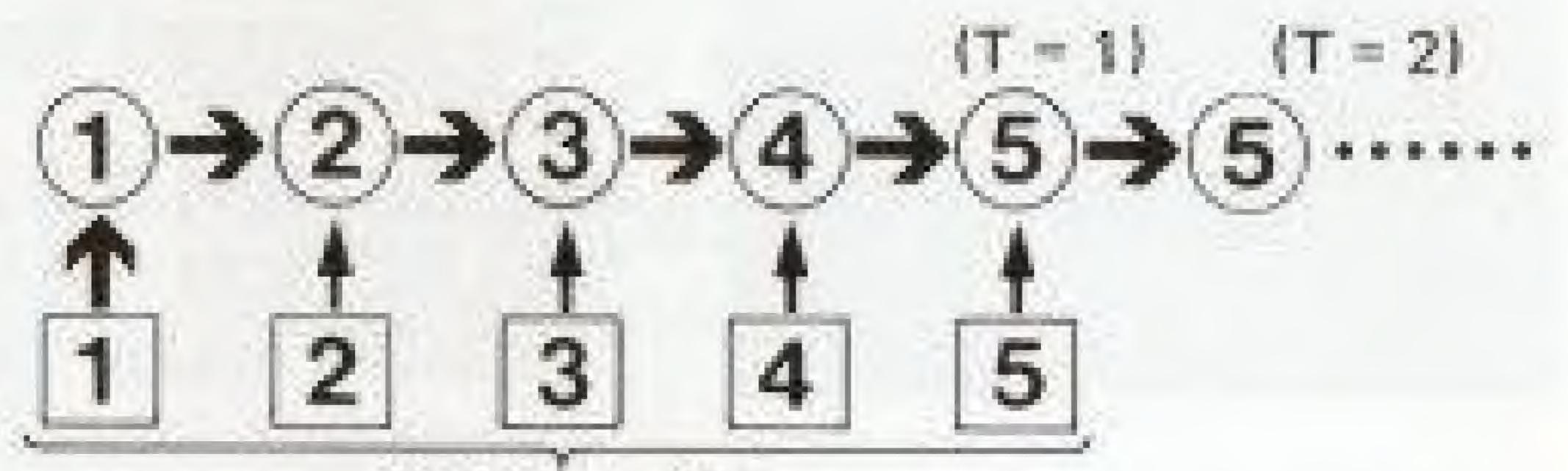
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

*Before entering the Excitebike race, you must first qualify in the preliminary "challenge" race,

Excitebike (main race)

Challenge Race (preliminary race)



- *Choose the challenge race from 1 to 5 that you wish to start with.
- . If you place third or better in the preliminary, you go to the main race of the same number.
- [Examples] * Preliminary race 3rd place → Main Race. * Preliminary race 4th place -> Game over
- . If you place third or better in the main race, you go to the next main race.
- [Examples] * Main Race 1 -> Main Race 2 -> Main Race 3 *Main Race 3 -> Main Race 4 -> Main Race 5

Select 1 - 5

- part of the screen (T = #).
- next game.
- to place 3rd.
- pete.
- your motocross rider falls down.
- to the race.
- mark). portion of the screen.
- Speed drops if you run off the track or through mud.

* If you place in the main race of Track 5, you can race at Track 5 over and over. The number of times you have raced at Track 5 is indicated at the lower right

* If GAME OVER occurs at T = 2 or more, the time necessary to place third will not change unless you first go back to the game menu before playing the

The 3RD indicated at the lower left part of the screen is the time necessary

SELECTION A is a solo race run. In SELECTION B, motocross riders com-

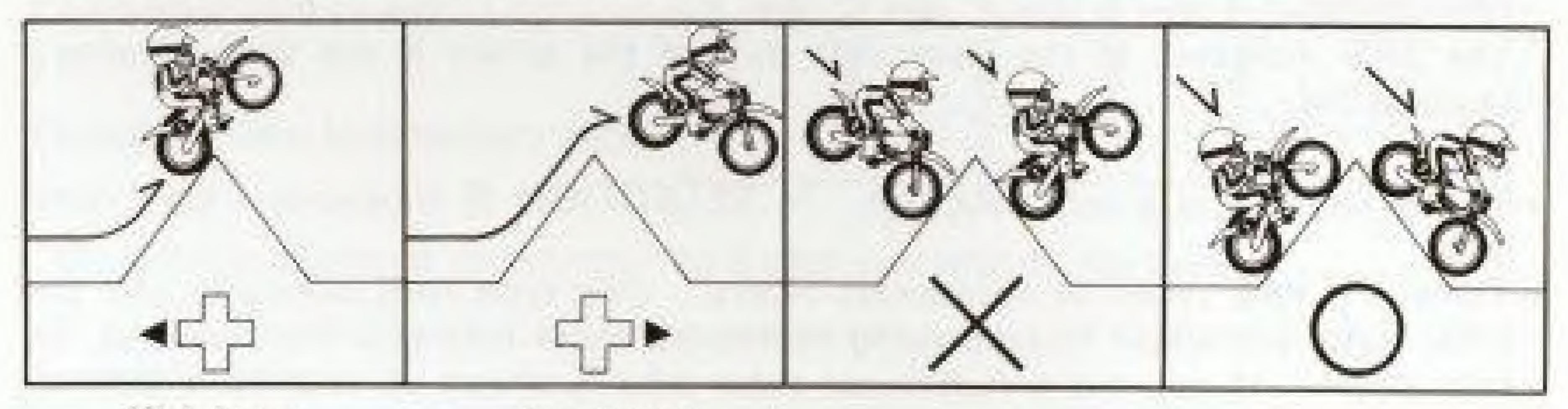
 There are two types of motocross riders. One type runs normally and the other type pursues. If a pursuing motocross rider hits you from behind, he falls down. If you hit a motocross rider who is ahead of you from behind,

 How long the fallen rider rolls depends on the speed he was going just before. falling. If the rider falls on a hurdle, the rider rolls to the edge of the hurdle, If your rider falls, press the A button over and over quickly until you return

 Holding the B button (Turbo button) down too long will overheat the engine. The engine temperature decreases when you pass through the cool zone (Σ) Engine condition is indicated by the TEMP meter in the lower central

Jumping

 The distance of a jump is determined by the speed before jumping and the angle of the jump. Control this with the control pad. . If the bike lands squarely on both wheels, you can take off quickly. If you land unevenly, your bike will fall.



High jump

UAY

Low jump

Wheelies

* You can do a wheelie (raise the front wheel in the air) to get over small obstacles.

Best Time IL CLASSE CRASH **3rd Place Time** Your Time

- center of the screen.
- and the main race.

TEMP Meter (heat)

Techniques

- --- How to maintain high speeds ---
- * Try to stay on the track.
- * Avoid going through the mud.
- be extra careful when racing alongside another rider. *When jumping over a large obstacle, use the 4 control pad to adjust your landing and help you to pick up speed easily.

Winning time displays

. When you pass the goal line on the first lap, the buzzer sounds and the lap time appears at the

 The lap time necessary to place 3rd is displayed under 3RD at the bottom left of the screen.

 The Best Time is displayed on the fence in the middle of the track for both the preliminary race

 The Best Time display will not disappear when you press the reset switch. It will only disappear when the power switch is turned off.

*Since the other riders are also trying to avoid the mud and the track edge,

bike's landing angle correctly. This will prevent you from slowing down upon

- de control pad to lower the front you can jump lower and further. Use both of these skillfully.
- obstacle if you want to dash.
- You can use your back wheel to knock another rider down. * Make skillful use of the difference between buttons A and B. Avoid overheating the engine by going through the cool zone i

4. DESIGN MODE



Design mode menu

many laps you want. START button.

Note: Save and Load menu selections are not operable in this game; they have been programmed in for potential product developments.

* If you press the control pad to lift up the front in the middle of a jump, you can pick up height but not distance. On the other hand, if you press the

'Press the B button (Turbo button) just before starting off or in front of an

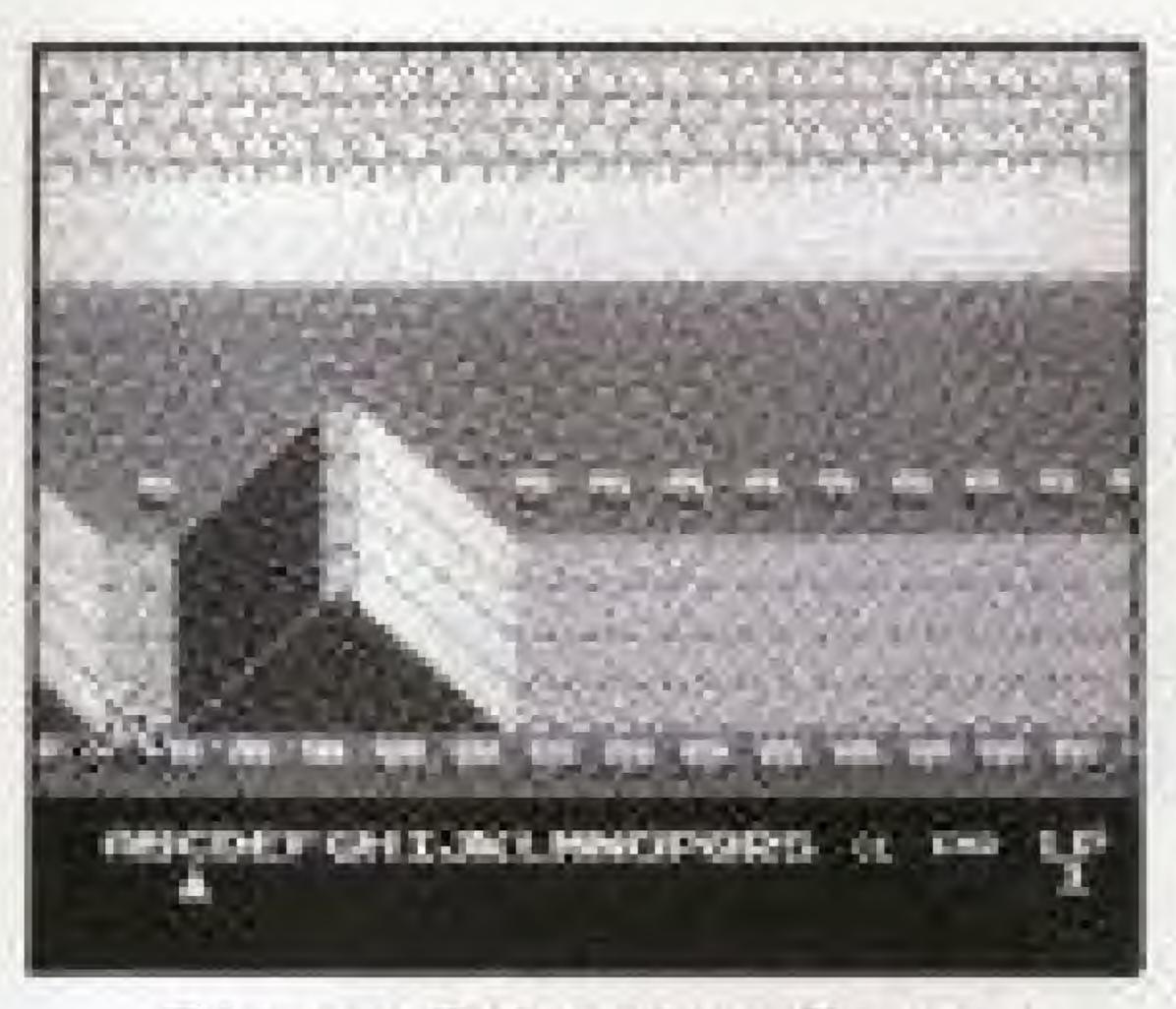
mark).

Design your own original track in the DESIGN mode by setting up different hurdles and specifying how

1. Press the reset switch to recall the game menu.

2. Using the SELECT button or the 42 control pad, move the checkered flag to DESIGN and press the START button.

3. The DESIGN mode menu will appear. Move the checkered flag to DESIGN again and press the



The Figure selection screen will appear as shown at You can then begin to design your course. left.

Figure Selection Screen

How to design and play on your own original track

1. There are 19 different hurdles you can choose from (A - · S). (See listing.) 2. Press the A button to move the motocross rider to where you want to locate

- a hurdle on the track.
- (clear). Then, press the B button and the mistake will be erased.
- "When the memory is full, FINISH will automatically be displayed.

3. Move the A mark to the letter from A to S corresponding to the hurdle that you wish to set. Press the B button and that hurdle will be set in that location. 4. If you make a mistake and wish to erase a hurdle, move the a mark to CL

5. The number of hurdles you can set on the track differs according to which hurdles you use and where they are placed. Generally, about 50 are possible.

button.

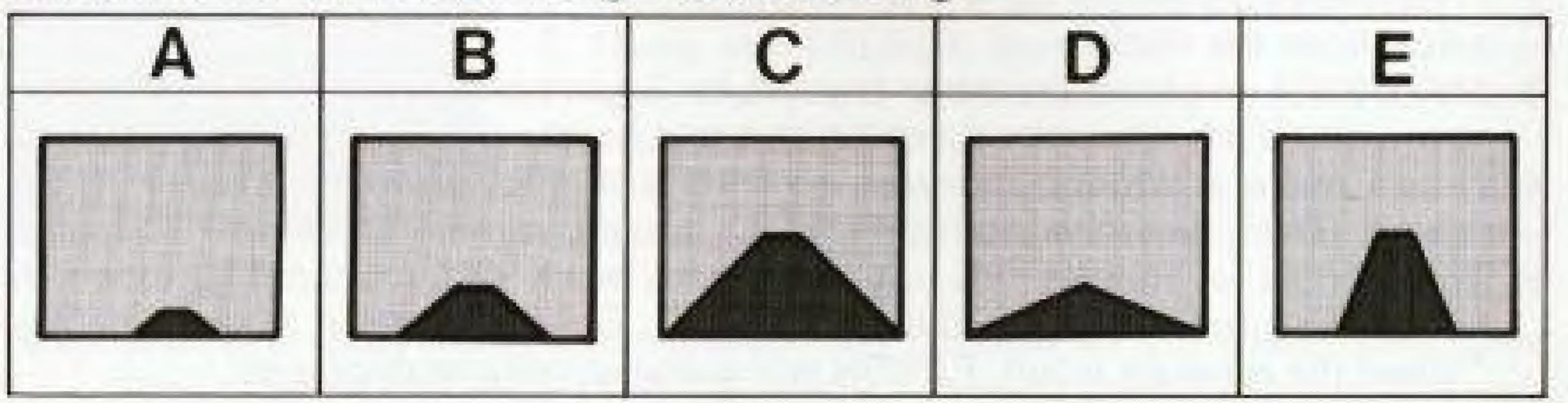
* The best time display will be 0:00:00 and the 3RD prize winning time will be 0:08:00. The first rider's time at the start of the game will be displayed as best time and the 3RD prize winning time will change accordingly.

your choice.

The maximum number of laps (LP) is 9.

- 8. The design mode menu will reappear. cross competition, and then press the START button.

Hurdle letters for use in original track design

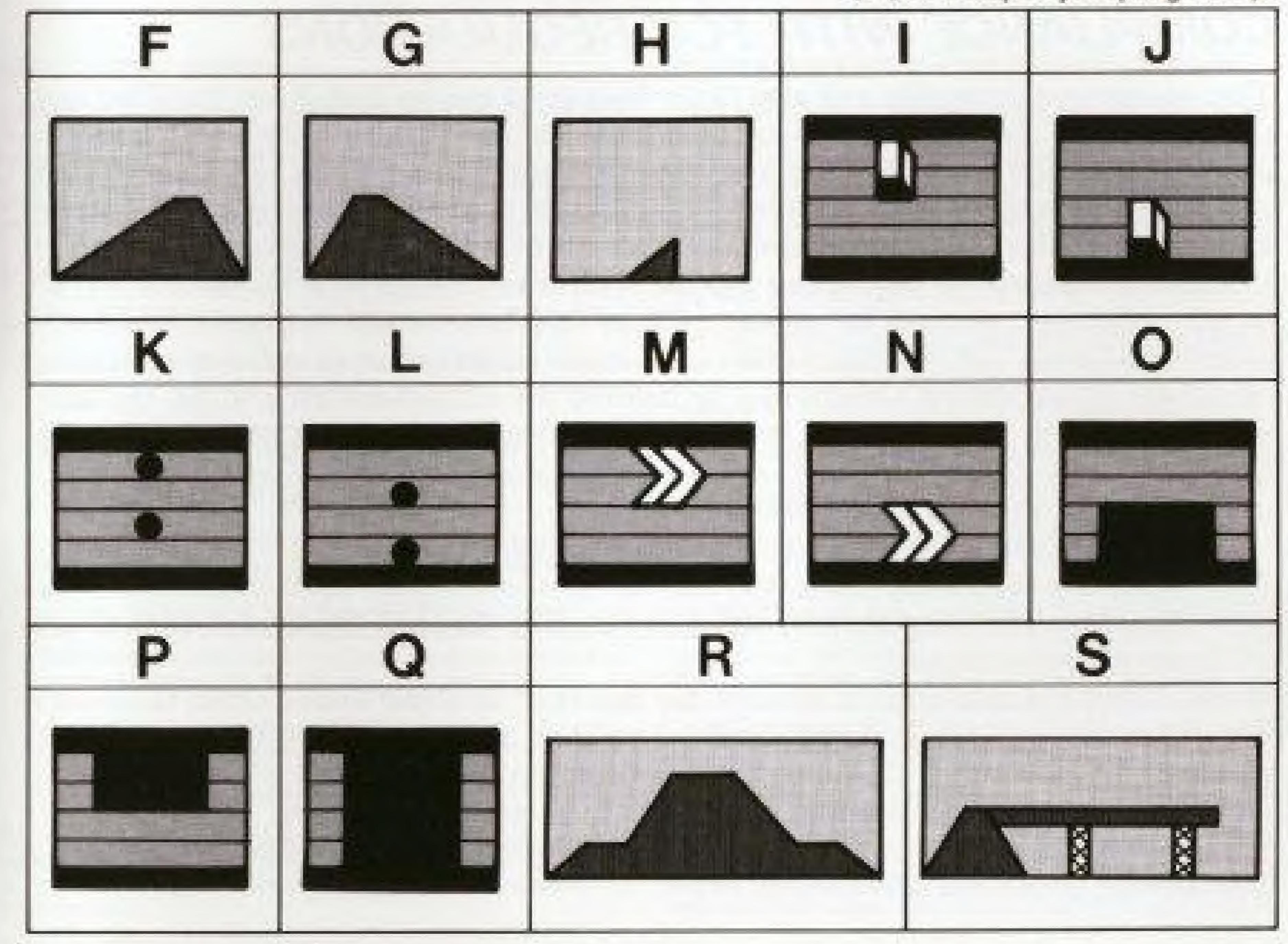


6. Once the track has been designed, move the A mark to END and press the B

7. LP (lap) will start to flash. Press the A button or the top/bottom of the control pad to decide the number of laps, and then press the B button to set

*Select either PLAY MODE A for a solo race or PLAY MODE B for moto-

9. When you want to end the design mode, move the checkered flag to RESET, and press the START button. The original game list will then be displayed.



(H) is a super jumping ramp.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antennal
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

- Plug the NES into a different outlet so that Control Deck and receiver are

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original If the PAK develops a problem requiring service after the 90-day. consumet purchaser that this Nintendo Game Pak ("PAK") shall warranty period, you may contact the Nintendo Consumer. be free from detects in material and workmanship for a period. Service Department at the phone number noted at left. If the of 90 days from date of purchase if a defect covered by this Nintendo Service Representative is unable to solve the problem. warranty occurs during this 90-day warranty period, Nintendo by phone, you will be advised of the approximate cost for will repair or replace the PAK, at its option, free of charge. Nintendo to repair or replace the PAK and will be given a Return. Authorization number.

To receive this warranty service:

- 1. DO NOT return your defective Game Pak to the retailer.
- 2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: $1 \cdot 800 \cdot 422 \cdot 2602$

Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday, Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return. Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-ofpurchase within the 90-day warranty period to:

> Nintendo of America Inc. **NES Consumer Service Department** 4820-160th Avenue N.E. Redmond, WA 98062

The provisions of this warranty are valid in the United States. only. Some states do not allow limitations on how long an implied-This warranty shall not apply if the PAK has been damaged by warranty lasts or exclusion of consequential or incidental negligence, accident, unreasonable use, modification, tempering. damages, so the above limitations and exclusion may not apply or by other causes unrelated to defective materials or to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. workmanship.

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